EAST Search History

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L3	40	(((display or monitor or screen) near5 (flip$4 or rotat$3 or turn$3)) and (laptop same (side near5 (dial or "trackball" or "track ball") or button) and (select$3 near3 menu)))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2007/10/04 12:21
L2	512	(((display or monitor or screen) near5 (flip$4 or rotat$3 or turn$3)) and (laptop) and (side near5 (dial or "trackball" or "track ball") or button) and (select$3 near3 menu))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2007/10/04 12:19
S29 7	0	((dial or "jog dial") near5 (display or monitor or screen) near5 mount$3) and (laptop)	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	OFF	2007/10/04 12:14
S32 1	46	S320 and (menu near5 select$3)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2007/10/03 15:10
S32 0	253	S319 and (laptop or (notebook near3 comput$3))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2007/10/03 15:09
S31 9	708	(S310 or S311 or S312 or S313 or S314 or S315 or S316) and ((flip$4 or rotat$3 or fold$3) near3 (display or screen))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2007/10/03 15:09
S31 8	3463	(S310 or S311 or S312 or S313 or S314 or S315 or S316) and (display same (control$4 or operat$3) same (position$3))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2007/10/03 15:07
S31 7	1809	(S310 or S311 or S312 or S313 or S314 or S315 or S316) and (display same (control$4 or operat$4) same (position$3) same screen)	US-PGPUB; USPAT; DERWENT	OR	OFF	2007/10/03 15:06
S31 6	476	345/905.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2007/10/03 15:04

EAST Search History

S31 5	426	345/184.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2007/10/03 15:04
S31 4	1711	345/179.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2007/10/03 15:04
S31 3	3846	345/173.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2007/10/03 15:04
S31 2	1153	345/169.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2007/10/03 15:04
S31 1	1586	345/163.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2007/10/03 15:04
S31 0	908	345/161.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2007/10/03 15:04
S22 6	889	(S221 or S222 or S223 or S224 or S225) and (display same (control$4 or operat$4) same (position$3) same screen)	US-PGPUB; USPAT; DERWENT	OR	OFF	2007/10/03 15:02
S30 2	111	348/207.11.ccls.	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	OFF	2007/10/03 15:00
S26 8	97	348/207.11.ccls.	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	OFF	2007/10/03 15:00
S30 0	368	715/864.ccls.	US-PGPUB; USPAT; DERWENT	OR	OFF	2007/10/03 14:59
S29 8	92	345/902.ccls.	US-PGPUB; USPAT; DERWENT	OR	OFF	2007/10/03 14:59

EAST Search History

S30 1	314	(S298 or S299 or S300) and (keyboard and (dial or button or joystick or mouse))	US-PGPUB; USPAT; DERWENT	OR	ON	2007/10/03 14:45
S29 9	325	345/905.ccls.	US-PGPUB; USPAT; DERWENT	OR	OFF	2007/10/03 14:45
S29 6	13	((trackball or "track ball") near5 (display or monitor or screen) near5 mount$3) and (laptop)	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	OFF	2007/10/03 14:45
S24 2	262	(S237 or S238 or S239) and (keyboard and (dial or button or joystick or mouse))	US-PGPUB; USPAT; DERWENT	OR	ON	2007/10/03 14:45
S21 3	12	((trackball or "track ball") near5 (display or monitor or screen) near5 mount$3) and (laptop)	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	OFF	2007/10/03 14:43
S29 5	54	S294 not S292	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2007/10/03 14:39
S29 4	80	S293 and (laptop)	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2007/10/03 14:39
S29 3	486	S288 and ((menu near7 select$3) near7 (dial or mouse or button or slider))	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2007/10/03 14:39
S29 2	26	S290 and (laptop)	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2007/10/03 14:39
S29 0	220	S288 and ((menu near7 select$3) near7 (dial or mouse) same (button or slider))	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2007/10/03 14:39
S28 9	870	S288 and (menu near7 select$3)	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2007/10/03 14:37
S28 8	2453	((flip$4 or rotat$3 or fold$3) same (display or screen) same (dial or mouse) same (button or slider))	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2007/10/03 14:37

EAST Search History

S28 6	18	d14/317.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2007/10/03 14:35
S28 5	16	d14/316.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2007/10/03 14:34
S25 1	15	d14/316.ccls.	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	OFF	2007/10/03 14:34
S28 3	110	ihara-keigo.in. and sony.as.	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2007/10/03 14:15
S28 2	88	nishimura-takanori.in. and sony.as.	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2007/10/03 14:15
S28 1	34	yamaguchi-yoshihiro.in. and sony. as.	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2007/10/03 14:15
S28 0	72	Fukuda-junko.in.	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2007/10/03 14:15
S26 3	84	nishimura-takanori.in. and sony.as.	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2007/10/03 14:15
S26 1	31	yamaguchi-yoshihiro.in. and sony. as.	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2007/10/03 14:15
S26 0	109	ihara-keigo.in. and sony.as.	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2007/10/03 14:15
S26 5	69	Fukuda-junko.in.	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2007/10/03 14:14

S27 9	2	"6965782".pn.	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2007/10/03 14:10
S27 8	2	"6111575".pn.	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2007/10/03 14:10

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1 **Macintosh human interface guidelines**   ■
   Apple Computer, Inc.
   January 1992 Book
   Publisher: Addison-Wesley Publishing Company

   Full text available: ▤ pdf(37.61 MB)   Additional Information: full citation, abstract, references, cited by, index terms

   Macintosh Human Interface Guidelines describes the way to create products that optimize
   the interaction between people and Macintosh computers. It explains the whys and hows
   of the Macintosh interface in general terms and specific details.

   Macintosh Human Interface Guidelines helps you link the philosophy behind the Macintosh
   interface to the actual implementation of interface elements. Examples from a wide range
   of Macintosh products show good human interface design, including individ ...

2 **Inter-active graphic methods for automating mechanical engineering design and**   ■
◈ **analyses**
   Jacob M. Miller
   June 1980 **Proceedings of the 17th conference on Design automation DAC '80**
   Publisher: ACM Press
   Full text available: ▤ pdf(1.09 MB)   Additional Information: full citation, abstract, references, index terms

   Automating of mechanical engineering design, drafting, structural modelling and analyses
   is being implemented at EOSC with interactive graphic time share terminals. It was
   recognized that for reducing costs in mechanical engineering tasks and to stay
   competitive in the industry, these tasks had to be automated. Previously these tasks used
   labor intensive manual design and drafting methods, and structural modelling with batch
   processing. Trade-off evaluations and vendor surveys were conducte ...

3 **A Survey of Interactive Graphical Systems for Mathematics**   ■
◈ Lyle B. Smith
   December 1970 **ACM Computing Surveys (CSUR)**, Volume 2 Issue 4
   Publisher: ACM Press
   Full text available: ▤ pdf(5.05 MB)   Additional Information: full citation, references, citings, index terms

Status report of the graphic standards planning committee of ACM/SIGGRAPH: State-of-the-art of graphic software packages
Compuater Graphics staff
September 1977 **ACM SIGGRAPH Computer Graphics**, Volume 11 Issue 3
Publisher: ACM Press
Full text available: pdf(9.03 MB)   Additional Information: full citation, references

5 Status report of the graphic standards planning committee
Computer Graphics staff
August 1979 **ACM SIGGRAPH Computer Graphics**, Volume 13 Issue 3
Publisher: ACM Press
Full text available: pdf(15.01 MB)   Additional Information: full citation, references, citings

6 User interfaces and UI design: Jump: a system for interactive, tangible queries of paper
Michael Terry, Janet Cheung, Justin Lee, Terry Park, Nigel Williams
May 2007 **Proceedings of Graphics Interface 2007 GI '07**
Publisher: ACM Press
Full text available: pdf(3.63 MB)   Additional Information: full citation, abstract, references, index terms

This paper introduces *Jump*, a prototype computer vision-based system that transforms paper-based architectural documents into *tangible query interfaces.* Specifically, Jump allows a user to obtain additional information related to a given architectural document by *framing* a portion of the drawing with physical brackets. The framed area appears in a magnified view on a separate display and applies the principle of *semantic zooming* to determine the appropriate level o ...

Keywords: augmented reality, error recovery, recognition error, tangible user interface, zoomable user interface

7 VisionWand: interaction techniques for large displays using a passive wand tracked in 3D
Xiang Cao, Ravin Balakrishnan
November 2003 **Proceedings of the 16th annual ACM symposium on User interface software and technology UIST '03**
Publisher: ACM Press
Full text available: pdf(3.36 MB) wmv(3:20 MIN) mov(3:20 MIN)   Additional Information: full citation, abstract, references, citings, index terms

A passive wand tracked in 3D using computer vision techniques is explored as a new input mechanism for interacting with large displays. We demonstrate a variety of interaction techniques that exploit the affordances of the wand, resulting in an effective interface for large scale interaction. The lack of any buttons or other electronics on the wand presents a challenge that we address by developing a set of postures and gestures to track state and enable command input. We also describe the use o ...

Keywords: buttonless input, gestures, input devices, interaction techniques, large displays, vision tracking

8 Final report of the GSPC state-of-the-art subcommittee

R. H. Ewald, R. Fryer
June 1978 **ACM SIGGRAPH Computer Graphics**, Volume 12 Issue 1-2
Publisher: ACM Press
Full text available: pdf(7.85 MB)   Additional Information: full citation, abstract

This paper presents the final report of the ACM/SIGGRAPH Graphics Standards Planning
Committee (GSPC) State-of-the-Art Subcommittee. This group's charter was to compare
existing vector-oriented graphics packages to determine their similarities and differences.
Eight graphics packages and the GSPC "Core System" were selected for review.

9 Computer human interface: Handheld devices for applications using dynamic
multimedia data

Binh Pham, On Wong
June 2004 **Proceedings of the 2nd international conference on Computer graphics
and interactive techniques in Australasia and South East Asia GRAPHITE
'04**
Publisher: ACM Press
Full text available: pdf(209.86 KB)   Additional Information: full citation, abstract, references, citings, index
terms

Growing demand for ubiquitous and pervasive computing has triggered a sharp rise in
handheld device usage. At the same time, dynamic multimedia data has become accepted
as core material which many important applications depend on, despite intensive costs in
computation and resources. This paper investigates the suitability and constraints of using
handheld devices for such applications. We firstly analyse the capabilities and limitations
of current models of handheld devices and advanced feature ...

Keywords: collaborative, computer graphics, handheld devices, image processing,
multimedia

10 Graphics Programming Using the Core System

R. Daniel Bergeron, Peter R. Bono, James D. Foley
December 1978 **ACM Computing Surveys (CSUR)**, Volume 10 Issue 4
Publisher: ACM Press
Full text available: pdf(2.92 MB)   Additional Information: full citation, references, citings, index terms

11 Storytelling with digital photographs

Marko Balabanović, Lonny L. Chu, Gregory J. Wolff
April 2000 **Proceedings of the SIGCHI conference on Human factors in computing
systems CHI '00**
Publisher: ACM Press
Full text available: pdf(1.12 MB)   Additional Information: full citation, abstract, references, citings, index
terms

Photographs play a central role in many types of informal storytelling. This paper
describes an easy-to-use device that enables digital photos to be used in a manner similar
to print photos for sharing personal stories. A portable form factor combined with a novel
interface supports local sharing like a conventional photo album as well as recording of
stories that can be sent to distant friends and relatives. User tests validate the design and
reveal that people alternate between "photo ...

Keywords: browsing, digital photography, digital storytelling, multimedia organization

12 <u>Manipulating space: Multi-finger gestural interaction with 3d volumetric displays</u>

Tovi Grossman, Daniel Wigdor, Ravin Balakrishnan
October 2004 **Proceedings of the 17th annual ACM symposium on User interface software and technology UIST '04**
Publisher: ACM Press

Full text available: <u>pdf(5.08 MB)</u>   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

Volumetric displays provide interesting opportunities and challenges for 3D interaction and visualization, particularly when used in a highly interactive manner. We explore this area through the design and implementation of techniques for interactive direct manipulation of objects with a 3D volumetric display. Motion tracking of the user's fingers provides for direct gestural interaction with the virtual objects, through manipulations on and around the display's hemispheric enclosure. Our tec ...

Keywords: 3d interaction, multi-finger and two-handed gestural input, volumetric display

13 <u>Snap-dragging in three dimensions</u>

Eric A. Bier
February 1990 **ACM SIGGRAPH Computer Graphics , Proceedings of the 1990 symposium on Interactive 3D graphics SI3D '90**, Volume 24 Issue 2
Publisher: ACM Press

Full text available: <u>pdf(1.17 MB)</u>   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>citings</u>, <u>index terms</u>

A large portion of the user interface in interactive solid modeling systems is devoted to the problem of placing and orienting objects in three dimensions. In particular, many operations must be provided for selecting control points, curves and surfaces, and for translating, rotating and scaling scene components into precise relationships with other scene components. By factoring these operations carefully, it is possible to provide the desired functionality so as to reduce both the size of the ...

14 <u>Designing e-books for legal research</u>

Catherine C. Marshall, Morgan N. Price, Gene Golovchinsky, Bill N. Schilit
January 2001 **Proceedings of the 1st ACM/IEEE-CS joint conference on Digital libraries JCDL '01**
Publisher: ACM Press

Full text available: <u>pdf(358.64 KB)</u>   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

In this paper we report the findings from a field study of legal resea rch in a first-tier law school and on the resulting redesign of XLibris, a next-generation e-book. We first characterize a work setting in which we expected an e-book to be a useful interface for reading and otherwise using a mix of physical and digital library materials, and explore what kinds of reading-related functionality would bring value to this setting. We do this by describing important aspects of legal research ...

Keywords: digital libraries, e-books, field study, information appliances, legal education, legal research, physical and digital information resources

15 <u>VIEW: an exploratory molecular visualization system with user-definable interaction sequences</u>

Lawrence D. Bergman, Jane S. Richardson, David C. Richardson, Frederick P. Brooks
September 1993 **Proceedings of the 20th annual conference on Computer graphics**

and interactive techniques SIGGRAPH '93
Publisher: ACM Press
Full text available: pdf(354.69 KB)   Additional Information: full citation, references, citings, index terms

Keywords: data-constrained sketching, graphical debugging, molecular graphics, scientific visualization

16 EmbeddedButtons: supporting buttons in documents

Eric A. Bier
October 1992 **ACM Transactions on Information Systems (TOIS)**, Volume 10 Issue 4
Publisher: ACM Press

Full text available: pdf(1.87 MB)   Additional Information: full citation, abstract, references, citings, index terms, review

EmbeddedButtons is a library of routines and a runtime kernel that support the integration of buttons into document media, including text and graphics. Existing document editors can be modified to participate in this open architecture with the addition of a few simple routines. Unlike many button systems that insert special button objects into document media, this system supports turning existing document objects into buttons. As a consequence, buttons inherit all of the at ...

Keywords: active documents, buttons, user interface layout

17 Behavioral Aspects of Text Editors

David W. Embley, George Nagy
March 1981 **ACM Computing Surveys (CSUR)**, Volume 13 Issue 1
Publisher: ACM Press
Full text available: pdf(3.44 MB)   Additional Information: full citation, references, citings

18 Input and interaction: Eyes on the road, hands on the wheel: thumb-based interaction techniques for input on steering wheels

Iván E. González, Jacob O. Wobbrock, Duen Horng Chau, Andrew Faulring, Brad A. Myers
May 2007 **Proceedings of Graphics Interface 2007 GI '07**
Publisher: ACM Press
Full text available: pdf(1.64 MB)   Additional Information: full citation, abstract, references, index terms

The increasing quantity and complexity of in-vehicle systems creates a demand for user interfaces which are suited to driving. The steering wheel is a common location for the placement of buttons to control navigation, entertainment, and environmental systems, but what about a small touchpad? To investigate this question, we embedded a Synaptics StampPad in a computer game steering wheel and evaluated seven methods for selecting from a list of over 3000 street names. Selection speed was measu ...

Keywords: StampPad, distraction, driving, gestures, interaction techniques, selection techniques, steering, text entry, text input, thumb-based input, touchpad

19 Interaction in the real world: Customizable physical interfaces for interacting with conventional applications

Saul Greenberg, Michael Boyle

October 2002 **Proceedings of the 15th annual ACM symposium on User interface software and technology UIST '02**
Publisher: ACM Press

Full text available: pdf(767.09 KB)

wmv(370.00 bytes) mov (370.00 bytes)

Additional Information: full citation, abstract, references, citings, index terms

When using today's productivity applications, people rely heavily on graphical controls (GUI widgets) as the way to invoke application functions and to obtain feedback. Yet we all know that certain controls can be difficult or tedious to find and use. As an alternative, a *customizable physical interface* lets an end-user easily bind a modest number of physical controls to similar graphical counterparts. The user can then use the physical control to invoke the corresponding graphical contro ...

20 Demonstrational and constraint-based techniques for pictorially specifying application objects and behaviors

Brad Vander Zanden, Brad A. Myers

December 1995 **ACM Transactions on Computer-Human Interaction (TOCHI)**, Volume 2 Issue 4
Publisher: ACM Press

Full text available: pdf(3.70 MB)

Additional Information: full citation, abstract, references, citings, index terms, review

The Lapidary interface design tool is a demonstrational system that allows the graphics and run-time behaviors that go inside an application window to be specified pictorially. In particular, Lapidary allows the designer to draw example pictures of application-specific graphical objects that the end user will manipulate (such as boxes, arrows, or elements of a list), the feedback that shows which objects are selected (such as small boxes on the sides and corners of an objec ...

Keywords: direct manipulation, interaction, interaction techniques, object-oriented design, programming by example, user interface management systems

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(Results are sorted by date of upload in database)

1   **MOBILE TERMINAL**
     Inventor: SHIBATA JUNICHIRO; YAMAGUCHI SHUJI   Applicant: NIPPON ELECTRIC CO

     EC: IPC: *H04N5/225; H04B1/38; H04M1/00* (+12)

     Publication info: **JP2004007554** - 2004-01-08

2   **MOBILE TERMINAL**
     Inventor: SHIBATA JUNICHIRO; YAMAGUCHI SHUJI   Applicant: NIPPON ELECTRIC CO

     EC: IPC: *G06F1/16; H04M1/00; H04M1/02* (+9)

     Publication info: **JP2004007553** - 2004-01-08

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1   MOBILE COMMUNICATION TERMINAL WITH DIAL MEANS AND
    DIALING METHOD OF MOBILE COMMUNICATION TERMINAL
    Inventor: MIN GYEONG MU (KR); YOON TAE SUK (KR)   Applicant: LG ELECTRONICS INC (KR)

    EC: IPC: *H04B1/38*; H04B1/38; (IPC1-7): H04B1/38

    Publication info: **KR20030030616** - 2003-04-18

2   DEVICE AND METHOD FOR DISPLAYING COURSE EXPLANATION OF
    WASHING MACHINE
    Inventor: CHO SO YEONG (KR)   Applicant: LG ELECTRONICS INC (KR)

    EC: IPC: *D06F33/02*; D06F33/02; (IPC1-7): D06F33/02

    Publication info: **KR20020019302** - 2002-03-12

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1   RICE COOKER WITH TIMER

Inventor: YAMAZAKI AKIRA

Applicant: SANYO ELECTRIC CO; TOKYO SANYO ELECTRIC CO

EC:

IPC: *A47J27/00*; **A47J27/00**; (IPC1-7): A47J27/00 (+1)

Publication info: **JP10225378** - 1998-08-25

2   Cooking menu selecting device of a heating apparatus

Inventor: OHTA NOBUAKI (JP); SUJAKU TAKAMICHI (JP)

Applicant: TOKYO SHIBAURA ELECTRIC CO (JP)

EC: H05B6/68M2B1A; F24C7/08

IPC: *F24C7/08; H05B6/68*; F24C7/08 (+2)

Publication info: **US5345067** - 1994-09-06

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AND

| menu select keyboard | AND ▼ |

AND

| dial trackball | OR ▼ |

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Date of publication of application --- e.g.19980401 - 19980405

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